



# Farmington City Parks and Recreation

Kindergarten & 1<sup>st</sup>-3<sup>rd</sup> Grade GIRLS MACHINE PITCH (FALL 2020)

LEAGUE RULES: *This league will follow ASA rules except as noted below.*

1. A playing schedule must be kept. Team will be able to play with 7 players. All players will be in the batting lineup.
2. All line ups (with names and numbers) must be turned into the other team five (5) minutes before game time.
3. All games are five (5) innings or 60 minutes in length, which ever occurs first. No new inning will start after 50 minutes.
4. Each inning, all batters in the lineup will bat, regardless of the number of outs recorded. Outs will be tracked for situational purposes only (tagging up vs. running on contact). After 3 outs in an inning, the out count starts over and is repeated until all batters in the lineup have hit.
5. Ten players will play on defense with the 10<sup>th</sup> player being a rover. The rover will play in the outfield. Outfielders will play at least 15 feet behind the baseline.
6. If a batter fails to hit a fair ball in six (6) pitches, they will be called out.
7. Every player will be in the batting order.
8. Stealing is not permitted.
9. Bases are set at 60 feet apart. Pitching machine is set at 35 ft.
9. **Pitching Machine**  
Pitching machine is set by the official at a speed of 30mph. Each batter can receive 6 pitches. If the batter swings it will be called as a strike. If the batter fails to hit the ball fair from one of the six pitches they will be called out. A "dead ball" will be declared by the pitching coach if: a batted ball hits the pitching machine (Batter will be awarded 1<sup>st</sup> base) If it is judged to be unplayable by the pitching coach due to the placement of the pitching machine (batter will be awarded 1<sup>st</sup> base)
10. **Batter-Runner:**  
Players cannot steal. They must remain in contact with the base and cannot leave until the ball is hit. Penalty for leaving early: runner is out.  
Players are not limited to one base per hitter.
11. **Base runners:**  
Runners are not permitted to steal nor lead off the base and shall remain in contact with the base until the ball is hit. If a runner leaves too soon, they can be called out.  
Play is considered dead when a defensive player has control of the ball on any base. (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Home, Pitcher's mound) If there is an over throw at any base, runner can only advance one base. Advancing runners may continue if at least halfway to the base.
12. Bunting is not allowed.
13. No infield fly rule.
14. Due to Covid-19 – only one catcher per inning- once the team leaves the field, catcher's gear must be wiped down and left to air dry until next inning (Coaches can have parent wipe it down.)